CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

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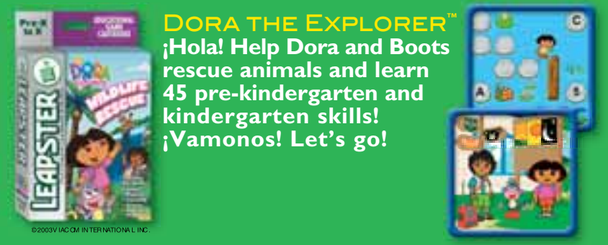
KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.

DORA THE EXPLORER™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!



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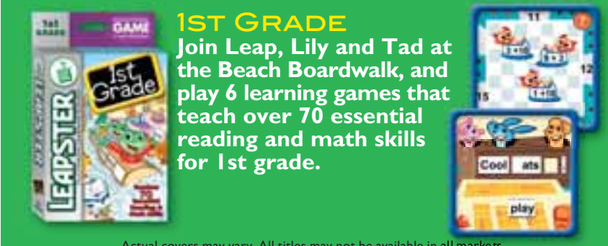
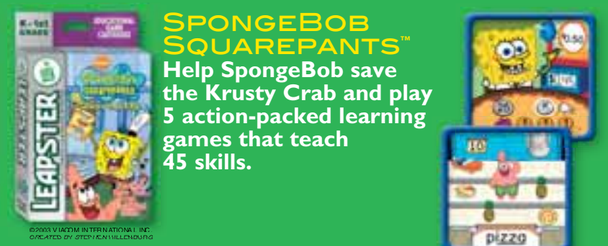
1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.



SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



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CREATED BY STEPHEN HILLENBURG

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster handheld directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

LEAP FROG™

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

Swing into action with Spider-Man, and experience classic intrigue and suspense! This Leapster Electronic Comic Book tells the story frame-by-frame—and teaches essential reading and spelling skills.

1 Getting Started:
Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

Sign In

2

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "x" button on the screen.

Many Ways to Play

3

Spider-Man has an action-packed story, plus 5 exciting learning games. Your child can read the story and play games; read the story straight through; pick any page from the story to read and play; or proceed straight to the 5 interactive games.

To turn off the background music, touch the musical note in the bottom right corner of the screen. This setting will return to "Music On" each time the unit is powered on. Players can start the story from the page where they left off by clicking the book in the lower left corner of the screen. Finally, players can access the web codes they've earned by clicking the key in the bottom center of the screen.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

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MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

Images are representative of gameplay and do not reflect actual screenshot pixelation.

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

TALKING WORDS FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

CHECK OUT THE EVER-GROWING

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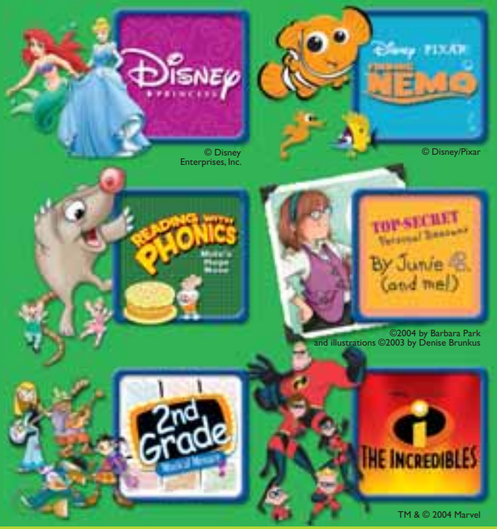
COMING FALL 2004!



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Learning at All Levels

The games in *Spider-Man—The Case of the Sinister Speller* advance through two levels of difficulty. Level 1 is designed for first graders while Level 2 covers curriculum for second grade, both in terms of the spelling patterns and phonetic elements presented in *Snapshot, Darkroom Doodles* and *Control Panel,* as well as the comprehension and language-usage skills reviewed in *Web Sling* and *Goblin's Challenge.*

How a Tutorial Works

Players may access tutorials by pressing the Hint button. When this happens, players are taken to a demonstration in which Spidey's wristwatch connects to the World Wide Web to help the player with a variety of specific curriculum concepts, such as spelling, letter patterns and more, by breaking them down step-by-step.

Fun surprises, tips and tricks at www.leapsterworld.com!

www.leapsterworld.com is the place to go to learn fun game tips and to unlock special surprises using secret codes earned while playing the game.

There are 3 secret codes built into this interactive book. Players earn codes by playing games and sharing secrets with Spider-Man. Once you've got a secret code, log onto www.leapsterworld.com to get your fun surprises!

Turn off the Leapster before removing the cartridge

The Leapster will save your child's work only if you turn off the power to the Leapster before you remove the cartridge. Removing the cartridge before turning off the power will result in lost information, and may damage the cartridge.

Spider-Man
The Case of the Sinister Speller

STORY SUMMARY

Help! All over the city, signs are being removed and replaced with counterfeit signs that are spelled incorrectly. Who is behind this sinister misspelling spree that threatens to send the city into chaos? *Daily Bugle* publisher J. Jonah Jameson sends young photographer Peter Parker to investigate. Little does he know that Parker is actually the Amazing Spider-Man! Can Spider-Man find the villains and foil their plot before it's too late?

Story Options: Players choose from four options to hear the story read aloud and/or play the games:

- Press READ AND PLAY to make the story interactive. Players use the forward and back arrows at the bottom of the pages to control the pace of the story. They can also click on story pictures, and access games in this mode.
- Press READ TO ME to hear the narrator and the characters read the whole story without pausing to play the games and activities. Note: The player can interrupt this mode at any time to enter Read and Play.
- Press CHOOSE A CHAPTER to go to the specific section of the story that the player wants to read.
- Press GAMES to go to the Games menu.

Story Features: Players can access these features from READ AND PLAY. Press to hear the page text reread.

- Press to play a game and choose its level of difficulty. Encourage your child to experiment by touching different parts of the screens to find hidden features and prompt fun reactions.

Snapshot Game

HOW TO PLAY

In this game, players help Peter Parker gather photographic evidence of word crimes. Using the arrow keys to manipulate the camera's view, players scan the city for signs with misspelled words, zoom in on them by pressing the "B" button, and take pictures by pressing the "A" button. Skillful players with steady aim, you're in luck—each photo is worth money, and words on moving targets are worth even more! Can players find all the misspelled words before Peter's deadline runs out?

WHAT'S BEING TAUGHT?

Proofreading: An ability to read carefully in order to catch spelling errors.

At all levels: Players proofread simple sight words, as well as words in simple spelling patterns; words with consonant blends; words with short and long vowel sounds; words with initial and final digraphs: *sh, ch, wh, th;* words with r-controlled vowels; words with the sounds /aw/ and /oo/; and multi-syllabic words.

Note: Level 1 is comprised primarily of sight words and words of 3 to 5 letters in phonetically regular patterns, while Level 2 includes more complex spelling patterns and words of up to 8 letters long.

WHY IS THAT IMPORTANT?

Children first learn to spell by breaking down words into their sounds and writing the letters that stand for those sounds. But language does not always have a 1-to-1 correspondence of sound to symbol. Many sounds in our language have variant spellings. The /aw/ sound, for example, can be spelled with *au* as in *fault; aw* as in *saw, al* as in *talk, all* as in *ball,* and so on. In such instances, children call upon their visual memory to distinguish from among the many spellings of a sound. Visual skills also come into play when children proofread their writing. This important step in the writing process ensures that children check their work to be sure all words are spelled correctly, sentences are complete and correctly punctuated, and the writing itself both sensible and purposeful. Games, such as *Snapshot,* not only reinforce proofreading skills but also support the visual skills that make spelling automatic.

Darkroom Doodles Game

HOW TO PLAY

Oh, no! Spider-Man has been framed! Now everyone thinks he changed the signs! On closer examination, Peter Parker finds that the words aren't misspelled, they're just scrambled! Players can help Peter fix the signs by dragging and dropping the letters with their pen to place them in the correct order to spell the words. The object of the game is to solve these word puzzles quickly—before the city plunges into chaos!

WHAT'S BEING TAUGHT?

Spelling: An ability to break words down into their sounds and transcribe those sounds in order; an ability to apply the rules and patterns of the language to spell words with sounds that have variant spellings.

> ***Level 1:*** Players use spelling patterns to decode words with short vowel and long vowel sounds, consonant digraphs and consonant blends.
>
> ***Level 2:*** Players use spelling patterns to decode words with vowel digraphs, diphthongs and vowels controlled by r.

WHY IS THAT IMPORTANT?

Because the English language does not always have a 1-to-1 correspondence of sound to symbol, visual memory becomes an important way to support sounds with variant spellings. Children often study word families to highlight common patterns of consonants and vowels, for example. Games, such as *Darkroom Doodles,* further reinforce a child's sense of the patterns in words by calling upon them to apply those patterns to a series of letters to form words. For instance, in "ptso", a child might recognize that "pt," "tp," or "ts" are not likely representations of beginning sounds in words. As the skill is honed with practice, young spellers often barrel through such word games at record-breaking speed, proving that they are internalizing the phonetic elements and spelling patterns of our language.

Control Panel Game

HOW TO PLAY

A clue from a crime scene photo leads Spider-Man to GG & Co.'s factory. In order to gain access inside, however, Spider-Man needs to enter a security code. Players can help Spidey crack the code by using their word morphing abilities. Using the keys on the control panel, players must morph one word into another by changing a single letter. The point value of each new word increases by 10. To crack the code, a player must reach the target score.

WHAT'S BEING TAUGHT?

Word Building: An ability identify words by their letter patterns and build new words by changing those patterns through letter substitutions.

Level 1: Players make new words with short and long vowel sounds.

Level 2: Players make new words with short and long vowel sounds and with vowel and consonant digraphs.

WHY IS THAT IMPORTANT?

To become more proficient readers and spellers, children need to hone their ability to analyze spelling patterns in words. Through practice they come to recognize that blends, such as *bl, cl, gr, pr* are always found at the beginning of words, for example; while vowel digraphs, such as *ai, ay* are usually at the middle or end of a word. One great way to explore spelling patterns and their positions in specific words is to pick out and manipulate the sounds in those words. Games, such as *Control Panel,* do just that by challenging youngsters to make sound substitutions in grade-appropriate words, for example, changing *cloud* to *proud* by replacing the blend at the beginning of a word; or, changing *green* to *grain* by replacing the vowel digraph that appears in the middle. Sound substitution is a great way to not only fine-tune sound symbol associations but also to build a child's recognition of where particular spelling patterns are likely to appear in words.

Web Sling Game

HOW TO PLAY

The story may be over but it can't go to press until the facts are checked. J. Jonah Jameson gives the rush job to Peter, who knows that the only way he can make the deadline is by calling on the lightening-quick speed of his amazing alter ego, Spider-Man.

In *Web Sling,* players help Spider-Man check the facts by answering questions about the story. Using the arrows keys to aim Spidey's hands, players press the "A" button to shoot a web at an answer. Can players answer all the questions before our hero runs out of web fluid?

WHAT'S BEING TAUGHT?

Reading Comprehension: An ability to recall details from the story including—

- the plot, or what happened at the beginning, middle and end
- the characters: what they said and did
- the sequence of events and/or actions

WHY IS THAT IMPORTANT?

Reading has many purposes. It can inform. It can entertain. It can persuade. It can do all of these things—but only if readers understand what they are reading. At its most literal level, comprehension involves an understanding of the general topic, or main idea, and an ability to recall details. At a higher level of understanding, readers begin to make connections between the text and their own experiences and background knowledge. At the highest level of thinking, the reader interprets, evaluates, and makes judgments about what he or she has just read. *Web Sling* reviews comprehension at the literal level. Once you are sure that your child has understood the main idea and supporting details in the story, talk together about how this story might relate to his or her own experience. Ask your child what would happen if signs in your town were suddenly filled with misspellings!

Goblin's Challenge Game

HOW TO PLAY

The Green Goblin is getting tired of scrambling street signs! Now his crime against words is in the story. The villain has changed some story words, and players are challenged to find the altered words as they listen to the narrator read the text. To identify the altered words, players must touch the onscreen and then touch the word. Once identified, the altered story text will be read aloud and will then change to the correct text, which will also be read. Can players set the story straight?

WHAT'S BEING TAUGHT?

Listening and Language Skills: An ability to listen to ensure correct context and language use, e.g. an understanding of synonyms and antonyms, parts of speech, noun/verb agreement, noun/pronoun agreement, and so on.

WHY IS THAT IMPORTANT?

Much of the information we process in today's society comes to us by listening. For adults, this may come in the form of instructions from an employer, directions to a destination from a police officer, traffic reports or late-breaking news that we hear on the radio or TV. Youngsters frequently listen to instructions from their teacher, stories read aloud by a parent or librarian, directions provided by a sports coach, and so on. Do they absorb and understand everything they hear? Does your child retain auditory information? Games, such as *Goblin's Challenge,* help develop the listening skills so essential to your child's school success.

Try This at Home:

Reinforcing Spelling

- Use the word jumble approach to help your child study his or her spelling lists at home. Once you've quizzed your child on each weekly spelling list, write the words on individual index cards. On the lined side of the card, jumble the letters of the word at the top. Ask your child to put the letters in order to spell the word correctly at the bottom of the card. Once your child has gained proficiency at this skill, play this practice as a timed word game and encourage your child to beat his or her personal best!
- Use the proofreading technique as a final check of your child's weekly word list. On individual index cards, write a common misspelling of the word on the blank side. Have your child draw a line beneath the misspelling and then write the word correctly on the lined side of the card. Again, you can play this as a timed game with your child, once his or her proficiency at the skill has been established.
- Use the morphing technique from *Control Panel* to play a word building game with your child. Choose the phonetic elements your child is practicing at school, such as *au* and *aw*. Then, using words with these diphthongs, take turns building words by changing one letter at a time. See how many words can be morphed from your original word!

Reinforcing Comprehension

- Encourage your child to retell the plot of a story or book he or she has read by drawing a three-frame cartoon that shows the beginning, middle and end. Ask your child which characters he or she liked best and why. Ask him or her to name the hero of the story, the problem the hero faced, and how it was resolved.
- Encourage your child to read in a variety of genre and from a variety of sources. For example, with each trip to the library or to a bookstore, encourage your child to explore a new section for books or magazines: biographies, folktales, poetry, history, science, crafts and how-tos. Launch your child's magazine reading life, by subscribing to a reputable children's magazine, such as *National Geographic* or *Time for Kids*. This is the perfect age to branch out from reading for pleasure to reading for information (and pleasure!).

Reinforcing Language Usage

- Play "Finish My Thought" with your child. Remind him or her that a sentence is a complete thought. Start a sentence with just the subject (who or what the sentence is about). Then have your child complete it with a predicate (what the subject is or does). For example, you might say: *This morning, our dog Atticus*…and your child might say: *fell asleep in the back of the car.* Take turns supplying the subject and the predicate of the sentence. You can make them as silly as you like!
- Play "Concentration" with synonyms and antonyms. Explain to your child that synonyms are words that have the same meaning, for example *below/under, call/shout, end/finish, happy/glad, large/big, start/begin, tiny/small;* while antonyms are words that have opposite meanings, for example *add/subtract, bad/good, cold/hot, dark/light, earth/sky, funny/sad, quick/slow.* The object of the game will be to match word pairs that are the same (if you are playing with synonyms) or different (if you are playing with antonyms). Write each word on an individual index card and shuffle the deck. Then, place each card face down on a table or other flat surface in four rows of three cards each (you will have one pair left over if you use the sample words). Take turns flipping over two cards at a time. If they match, the player keeps the cards and takes another turn. If they do not match, the cards are placed face down on the table and the next player takes his or her turn. Once all the cards have been matched, the player with the most cards wins.
- Encourage your child to use the proofreading technique to check his or her written work, whether it is homework, correspondence to a friend or relative, or a list of things to do. Be sure your child looks for errors in spelling, capitalization and punctuation, noun/verb agreement, and noun/pronoun agreement. Help your child identify such errors and make corrections in his or her written work.

Reinforcing Listening Skills

- Help build your child's listening skills by reading aloud to your child each day. You may read from a picture book, a science magazine, or a chapter from a book. Encourage the use of books on tape to build listening skills, too. Then, talk together about the main idea and the details of what has been read. Build connections between the reading and your child's own background and experience. And be sure to have globes, the Internet and other resources to further explore the reading matter.
- With your child, follow directions to build or complete something, such as a simple model, a toy, or even a recipe! To build his or her auditory memory, provide the step-by-step instructions orally. As your child shows facility with one- and two-step directions, provide instructions in bigger "chunks."

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Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

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Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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